CONTROL KEYS

This document outlines the primary default keyboard and mouse controls in *Freelancer*.

Flight Controls

Mouse Flight	Left-click and drag (toggle with SPACEBAR)
Accelerate	W or mouse wheel forward
Decelerate	S or mouse wheel backward
Afterburner	TAB
Strafe Left	A
Strafe Right	D
Brake Reverse	X
Engine Kill	Z
Cruise Engine Toggle	SHIFT+W

HUD/Windows

Pause Game	F1
Minimize HUD	BACKSPACE
Trade Request (Multiplayer)	U
Group Invite (Multiplayer)	I
Turret Cam	H
Rear Cam	V
1st/3rd Person View Toggle	CTRL+V

Combat/Targeting

Select Object	Left-click
Target Closest Enemy	R
Next Target	T
Fire Active Weapons	Right-click
Fire Missiles	Q
Drop Mine	E
Deploy Countermeasure	C
Tractor Beam	B
Deploy Nanobots	G
Shield Battery	F

Maneuvers

Dock	F3
Go To	F2
Join Formation	F4
Free Flight	ESC

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BASIC DOCTRINE OF THE LIBERTY SECURITY FORCE

FREELANCER™

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LADSF

Safety Warning

About Photosensitive Seizure

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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SHIP HUD

This is the basic HUD you will see when in flight.

MANEUVER MENU (SEE SECTION 2)

Allows pilot a variety of flight options

- Free Flight
- Cruise
- Go To
- Dock
- Formation

NEURAL NET MENU (SEE SECTION 5)

Links pilot to all LSF information databases

- Neural Net Log
- Nav Map/Mission Log
- Inventory
- Player Status
- Current Information

Information about pilot and ship. See Section 4 for more information.

Arrows

Brackets

Targeting Reticle

Brackets, arrows, and the targeting reticle help pilot track and analyze objects. See Section 4 for more information.

TARGET STATUS MENU (SEE SECTION 4)

Allows pilot to monitor and analyze all nearby objects

- Closest Enemy
- Hail
- Cargo Scanner/Tractor Beam
- Formation Members
- Switch to Target
- Switch to Contact List

WEAPONS CONTROL MENU (SEE SECTION 4)

Allows pilot to choose weapons and deploy repair equipment

- Use Nanobots
- Use Shield Battery

Pilot Weapons List

SHIP STATUS DISPLAY (SEE SECTION 4)

Allows pilot to monitor basic ship systems

Thruster Reserves Level

Available Power

Ship Speed

Collect Loot

Player Shield Status

Player Ship Hull Health

Installing *Freelancer*

Insert the *Freelancer* CD into your CD-ROM drive, and then follow the onscreen prompts.

If *Freelancer* Setup does not automatically run, do the following:

1. On the Start Menu, click **Run**.
2. Type *D*:\setup.exe (where *D* represents your CD-ROM drive).
3. On the Setup screen, click **Install**, and then follow the onscreen prompts.

Main Menu

The Main Menu has the following options:

New Game Begin a new game.

Load Game Load a previously saved game.

Multiplayer Begin a game in Multiplayer Mode.

Options Modify visuals, audio, and keyboard controls; view credits.

Exit Exit game and return to the desktop.

In-Game Menus

In-game menus (during flight, on base, or in Multiplayer Mode) offer slightly different options, including Save Game.

To manually save a game

1. Press **F1**.
2. Click **Save Game**.
3. Type a game title or description, and then press **Enter**.

Periodically during gameplay, your status and location are automatically saved.

NOTE: You cannot manually save a game when in space or Multiplayer Mode.

BY ORDER OF THE SECRETARY OF THE LIBERTY SECURITY FORCE

Basic Doctrine of the Liberty Security Force

WARNING: This document contains classified technical data, the export of which violates the Liberty Security Privacy Act (Title 12, LADSF Sec. 2132, et seq.). Violators are subject to prosecution.

Trent,
Leaving Bretonia to make your fortune in space, are you? All I can say is keep your head on; there's a lot of grotty butchers out there who started just like you—honest folk, looking for their place among the stars. And I don't simply mean the criminal element, either; the rebels and the governments are almost as corrupt as the thugs out there.
Study this Liberty combat manual. I got it from a Junker at the Jersey Debris Field off Manhattan. It's a few years old and the LSF isn't exactly forthcoming about certain information, but I've filled in the blanks where I could. You'll undoubtedly find the thing quite illuminating, and it might just save you from becoming another interstellar vapor trail.
Staying put in Leeds,

Richard W. Tobias

1 An Introduction to LSF Protocol

Welcome and congratulations! You have already proven exemplary in skill and intelligence, traits we hope to embellish with the most current and time-tested flight and combat procedures. Yet the characteristic valued above all else in the Liberty Security Force (LSF) cannot be learned, it is innate, and it is the single attribute that distinguishes good soldiers from great ones: the subordination of personal welfare to the higher law of justice, to something greater than us all. To the Liberty Security Force.

Declaration of Intent

The purpose of this manual is to familiarize prospective pilots with LSF protocol, tactics, and technology. While the LSF recognizes that the written word is no substitute for experience in the field, we place requirements upon individual pilots far greater than those found in other organizations. For that reason, a solid understanding of LSF methodology is critical to a pilot's success, long before he or she enters a combat scenario. The first section of this manual explains how an LSF officer is expected to behave while on a base.

NOTICE: Non-compliance with LSF procedure as outlined in this document may result in federal prosecution.

Base HUD

This is how the HUD appears when you are on a base, space station, or other stationary object.

Base Protocol

When you travel to one of the many bases in the Sirius Sector, you will encounter the following environments:

LAUNCH PAD Allows you to return to the Launch Pad. From there, click the Launch to Space icon to launch to space. The actual Launch Pad icon may be different from the one pictured here, depending on your location.

BAR Allows you to network with people from all over the colonies, many of whom offer vital information, useful rumors, and lucrative job offers. Bars generally feature Job Boards and News Monitors for further opportunities and information.

> Trent: For the right price, some pubgoers can clear your reputation with a rival faction.

COMMODITY TRADER Allows you to buy or sell Food, Fuel, Oxygen, Medicine, and other items. Be aware that commodity traders occasionally traffic in illegal goods.

EQUIPMENT DEALER Allows you to buy or sell weapons and equipment, and repair your ship.

SHIP DEALER Allows you to trade your ship. The standard LSF fighting vessel is the Liberty Light Fighter, available on Manhattan, Los Angeles, Denver, and Houston.

> Trent: Of the 40 or so ship types available in Sirius, choose one that suits your needs. Freighters are great for merchant work, but you can't beat a heavy fighter in a skirmish.

Buying and Selling

LSF protocol for buying or selling weapons, equipment, commodities, and ships is as follows: Go to the appropriate vendor (commodity, equipment, or ship), then select the dealer (or dealer icon) to open a trade window. In the left Inventory panel, your inventory is itemized. The dealer's inventory is itemized in the right Dealer panel. The middle panel displays item prices and quantities selected from either list. The bottom panel displays information on any item. Select an item on the dealer side; if you have the funds, cargo space, and skill level necessary, you may buy it. To sell, select an item from your Inventory panel.

A few purchasing differences between vendors should be pointed out.

Equipment Dealers

If you have purchased an item that must be mounted externally on your ship, a mount button will appear on the item display in your Inventory panel (see above). If the button appears locked, the item is properly mounted; otherwise it has been stored in your cargo hold. All available hardpoints are listed first in your Inventory panel, and unmounted weapons are listed at the bottom.

Commodity Traders

When purchasing commodities, you are given the option to determine quantity by using a slider bar in the center panel. Your money and cargo space determine the maximum quantity purchasable.

Ship Dealers

When you trade in your old ship, your cargo usually transfers automatically. In rare circumstances where it does not, untransferred items will appear in the Dealer panel, and are sold when you finalize the transaction. If you wish to keep an item that was not transferred, you must make space in your cargo hold by removing something else.

> > >

Trent: Believe it or not, dealers aren't in it for the love. Check the color box next to any commodity you buy or sell to compare the dealer's prices with the galactic average. Yellow's average, green's good, and red is robbery. If you're selling stuff, colored circles show how you're faring.

Alternative Acquisition

Purchasing is not the only way to procure goods; the LSF understands that it is often necessary to tractor in weapons or commodities. Firing on asteroids in mineable zones may expose raw materials. Press **B** to tractor in all available items in your vicinity. The following icons will also accomplish this.

COLLECT LOOT Tractors in all available area loot.

TRACTOR BEAM Tractors in a specific item. (Select the item onscreen or in your Target Status list, and then click the icon.)

Trent: Once you've demolished an enemy craft, check the area for salvageable loot. You may need to jettison something from your inventory to make room.

Mission Protocol

LSF pilots can gain missions via patrons in the bar or posted offers on the Job Boards there. You are free to decline any mission offer; you can always return later and accept it. But once accepted, a mission should be completed—your reputation will be adversely affected otherwise. (See "Player Status" in Section 5 for more information.)

Once you have accepted and launched into space, a mission briefing window will appear. The left panel displays your immediate objective. The middle panel offers a variety of Nav Maps with information on the surrounding areas. The right panel lists mission objectives, a difficulty assessment, and reward information. Review these carefully, and then click **Continue**. (In some cases you may also click **Abort Mission**, but be mindful of the consequences to your reputation.)

2 Basics of Flight

This section provides the best operational and strategic information available to Liberty-affiliated combat pilots. Strict adherence to operating procedures and practices will result in a long and rewarding career with the Liberty Security Force.

First off, all known space vessels, whether of Bretonian, Libertarian, Kusari, or Rheinland origin, utilize two basic operational systems:

Free-Flight Mode

The pilot controls all ship movement and functions.

Maneuver Mode

The ship's onboard computer performs specific maneuvers.

Free-Flight Mode

Steering

There are two ways to steer via mouse. The first is to click and drag, which allows you to easily interact with your various HUD functions. The second method steers your ship in the direction your mouse moves (without requiring the click and drag). Find the technique that best suits your personal flying style, or toggle between them both by pressing the **SPACEBAR**.

> Trent: I stick with the click-and-drag style unless I'm in a serious brawl where holding down the left mouse button can sully up my shooting hand.

Throttle Control

Ship speed is adjusted in a number of ways:

THROTTLE Press **W** to increase and **S** to decrease throttle, or rotate the mouse wheel accordingly.

CRUISE ENGINES Click the Cruise icon below the Maneuver icons or press **SHIFT+W** to dramatically increase speed. Be mindful that you cannot fire weapons while cruise engines are engaged.

AFTERBURNER Press **TAB** to engage the ship's afterburners and drastically increase your speed. Note that afterburners have limited burn time before recharge is necessary.

Advanced Throttle Control

Strafing left or right (press **A** or **D**, respectively) moves your ship laterally to help avoid incoming obstacles. Cutting engine power (press **Z**) allows your ship to utilize its forward momentum to travel in a direction other than the one you are facing. Engaging the reverse thrust (press **X**) fires your rear engines, moving you backward.

> If your ship's not responding to Free Flight commands, you haven't properly released her from Maneuver Mode. Try clicking the Free Flight icon or press **SHIFT+ESC**.

Maneuver Mode

Maneuvers are autopilot functions designed for specific tasks, such as docking with a Trade Lane or Jump Gate, joining a vessel or group of vessels in formation, and so on. Click the onscreen target (or select it in the Contact List on your Target Status Menu), and then click the appropriate icon on the Maneuver Menu. Click the Free Flight icon (or press **ESC**) to cancel any active maneuver.

> > >

> Trent: Maneuver functions are situational, so if you're trying to use the Formation move on a planet, you've had too much grog.

< < <

Click the following Maneuver icons to initiate the listed actions:

GO TO Embarks your ship on course for a selected destination, autopiloting around objects.

DOCK Lands your ship on planets, bases, space stations, and so on. Activates Trade Lanes and Jump Gates for high-speed travel.

FORMATION Links your ship to another craft or group of crafts, matching speed and destination.

To activate any of these maneuvers, click the object you wish to perform the maneuver upon (either onscreen or from within your Target Status Menu), and then click the appropriate Maneuver icon.

Way Points and Best Paths

Mission-critical way points are automatically set for you; they appear onscreen as purple diamonds. Fly there manually, or click the way point (or choose it from your Target Status Menu), and then click **Go To**.

When not on a mission, you may set your own way points and best paths. These options allow your ship to automatically chart routes for destinations within your system that may involve multiple Trade Lane jumps.

SET WAY POINTS Creates a selectable target that will appear as a purple diamond onscreen.

To set a way point

1. From within any map on your Neural Net's Nav Map Menu, click a desired destination.

   A group of small icons appears.

2. Click the Set Way Point icon.

   A purple, diamond-shaped guide appears on the map and on your HUD.

3. Click the diamond to select it as your target, and then click **Go To**.

SET BEST PATH Allows your ship to plot the quickest possible path to any chosen object.

To set a best path, follow the same procedure as previously outlined for setting way points, but click the Set Best Path icon from within the Nav Map instead of the Set Way Point icon. Then follow the remaining steps. Your path will appear onscreen as a series of way points, and within the maps of your Nav Map/ Mission Log as a series of purple lines marked with numbered way points.

NOTE: You may erase set paths and way points by returning to the Nav Map and clicking the Clear Best Path or Clear Way Point icons. See Section 5 for more information on the Nav Map.

3 Jump Gates and Trade Lanes

With proper clearance, LSF pilots may traverse large distances quickly using Trade Lanes (for intrasystem travel) and Jump Gates (for intersystem travel).

Trade Lane Use the Dock maneuver with a Trade Lane to travel quickly between planets, stations, and other objects within a system. Click the Free Flight icon to manually exit a Trade Lane at any point.

Jump Gate Use the Dock maneuver with a Jump Gate to travel distances greater than Trade Lanes can accommodate. Jump Gates are the only means that allow travel between star systems.

Kusari
Five known solar systems

Liberty
Four known solar systems

Bretonia
Six known solar systems

Rheinland
Five known solar systems

Trent: There's yet another way to get around quickly: Jump Holes. The LSF won't discuss 'em because Jump Holes occur naturally all over the place—it might cut into Liberty's mighty Jump Gate industry.

Key Commands

Legend

Blue Text = SHIFT+(key)

Red Text = CTRL+(key)

- Neural Net
- Equipment
- Multiplayer Mode
- Movement
- Unused and Generic Keys

4 Basics of Combat

Once you have acquired a solid knowledge of vessel operating procedure, you must apply it to an equally vital phase of LSF pilot training: weapons and tactics. The program has two basic combat components: offensive and defensive strategies.

Offensive Strategies

Energy-based weapons, missiles, and torpedoes are among a pilot's offensive weapon choices. Outfit your craft with the best weaponry you can afford, but always check the specs before committing to any purchase. As we shall see, certain situations call for certain types of weapons.

Energy-Based Weapons

Energy-based weaponry is the mainstay of any LSF pilot's arsenal. Unlike missiles and mines, these weapons utilize your craft's power plant to regenerate. Right-click to fire them, but be mindful of the variation between types. For instance, plasma weapons have a low refire rate but high damage potential, while the opposite is true for lasers. These weapons also vary in energy consumption and range of effectiveness.

Missiles and Torpedoes

MISSILES Pilots should purchase missiles from an equipment dealer as soon as possible. Missiles must be used sparingly, but along with torpedoes, they are among the most lethal components of your arsenal. Homing missiles are better suited for faster-moving targets, but have less destructive capability than standard missiles overall. Press **Q** to launch.

TORPEDOES Torpedoes are capable of creating immense amounts of damage, but their slow speed makes them somewhat vulnerable to enemy fire. They are best used on stationary objects. Select a torpedo from your Weapons List, and then right-click to fire or simply press **SHIFT+Q**.

Cruise Disruptors

As an actual weapon, cruise disruptors do minimal damage. They are instead designed to disrupt the cruise engines of an enemy vessel, thus rendering it much more vulnerable to attack. Select a cruise disruptor from your Weapons List, and then right-click to fire or press **SHIFT+E**.

Mines

A well-deployed mine can throw a pursuant off course and discourage further trailing. Mines vary in homing capability, but be cautious when releasing them. Mines simply hone in on the nearest target and do not distinguish between friend and foe. Press **E** to release.

Firing

When your targeting reticle moves over a targetable object, the reticle color changes to red (or green if friendly). The cursor will begin spinning when firing time is optimal. The HUD also projects a red targeting crosshair that calculates the object's speed and vector; simply move the reticle to the crosshair and fire.

Color Coding

Your ship automatically identifies potential targets with colored brackets (onscreen targets) and arrows (offscreen targets), and colored text in the Contact List. This allows you to distinguish enemies, friendlies, and neutrals at a glance.

Green = friendly

White = neutral

Red = hostile

Yellow = communicating ship or station (in the Contact List, communication is represented by a "talking head" icon)

Pink = players within your group (Multiplayer Mode)

Purple = players outside your group (Multiplayer Mode)

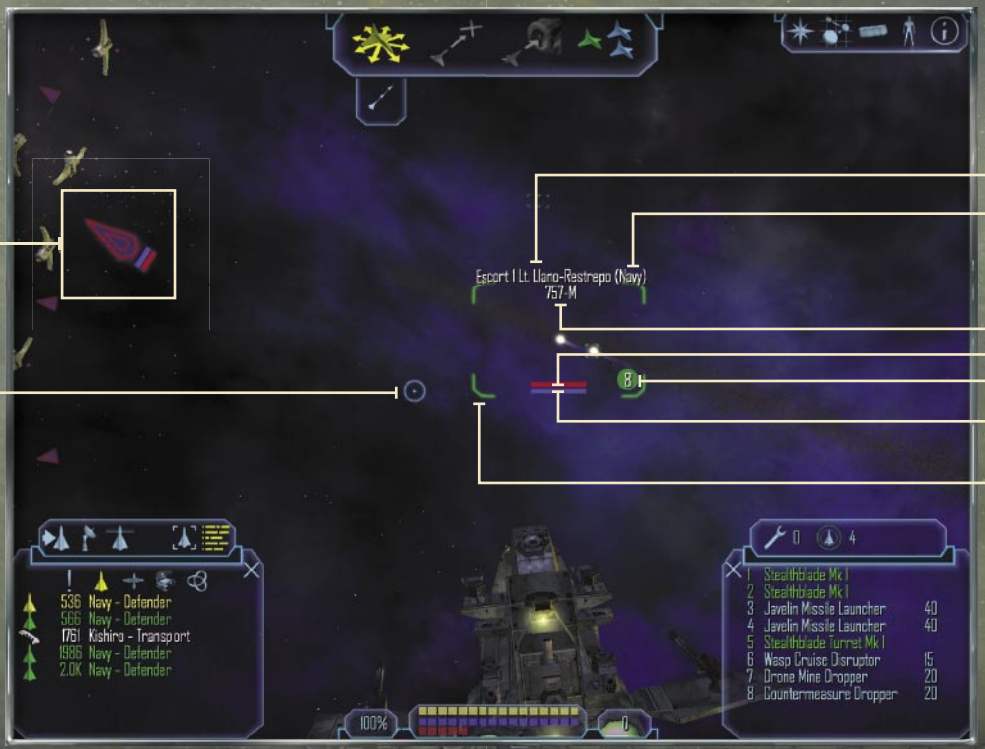
Targeting Arrows and Brackets

Color-coded arrows and brackets provide different types of information about potential targets.

ARROWS: Your HUD codes all hostile offscreen objects in the area with small red arrows. A selected target that is offscreen is distinguished with a larger arrow.

BRACKETS: Onscreen targets such as ships and mission-critical objects appear in brackets, which provide information such as pilot name, rank, and ability, as well as ship status and distance.

NOTE: If an object is mission-critical, its target bracket and accompanying targeting arrow will be noticeably different from a standard bracket and arrow. If the object is a mission-critical friendly, you must defend it. If it is an enemy, you must destroy it.



Using the Target Status Menu

This menu identifies all objects (selected or not), calculating their distances, indicating their attitude toward the pilot, and providing weapons information. Enemy objects within range will appear in your Contact List by name. Click the following icons to initiate the listed actions:

CLOSEST ENEMY Automatically selects closest enemy.

HAIL Contacts any selected communicable entity in the area for identification.

CARGO SCANNER Scans cargo of selected vessel or object.

FORMATION MEMBERS Displays all ships in formation.

TRACTOR BEAM Allows acquisition of single selected objects found outside your ship.

Switch to Target

This menu provides detailed information about the selected target. In your Contact List, double-click any object to view a schematic and other information.

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Switch to Contact List

This list provides detailed analyses of all nearby objects and displays a variety of icons for data gathering on nearly everything in your vicinity. Click the following icons to initiate the listed actions:

IMPORTANT Displays only the most vital information, such as currently selected objects, mission way points, or enemy ships in the area.

SHIPS Displays all vessels within a several-thousand-kilometer range.

SOLARS Displays dockable locations, such as space stations, outposts, and planets.

LOOT Displays all lootable goods in a large area.

ALL Displays all nearby objects, such as planets, crafts, and shipyards. Click any icon for basic information, and then click the Target Information icon for a more detailed analysis.

Always keep your enemies in front of you. If they get behind you, switch your camera view to the back (press V) and pop off a few mines at 'em. If you've got a turret installed, watch 'em taking flak from a different angle by switching the camera to turrets (press H).

Defensive Strategies

It is critical that you monitor your ship's physical condition closely. A damaged hull, for instance, can quickly lead to disaster if left unrepaired. Keep an eye on your Ship Status Display to check available power, shield status, and hull health.

Weapons Control Menu

The Weapons Control Menu lists all your ship's weaponry. Click a weapon in the list to toggle it on or off, or use the designated key command. This menu also offers two extremely important defensive options: shield batteries and nanobots.

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SHIELD BATTERIES Unless destroyed, your shield will regenerate. If you are taking consistent fire with shield levels low, your hull can be damaged. In this situation, use a shield battery to recharge instantaneously. To do this, press **F** or click the Use Shield Battery icon on your Weapons Control Menu.

NANOBOTS Unlike shields, your hull cannot self-regenerate. To repair hull damage, deploy nanobots—small, artificial organisms capable of basic ship repairs during flight. To do this, press **G**.

NOTE: The number of available shield batteries and nanobots is displayed next to each icon. The amount you can carry varies with the type of ship you are flying.

Trent: If your ship is messed up when you return to a base, a wrench icon will appear in your Maneuver Menu. Click it to go directly to an equipment dealer and get some repairs done.

Another defensive option is the deployment of countermeasures. These small, electronically embedded devices were designed to deceive enemy weapons guidance systems into tracking the wrong object. As such, they are particularly useful against missiles and torpedoes. To release a countermeasure, select it on your Weapons Control Menu, or press **C**.

5 The Neural Net

The Neural Net is your direct link to LSF databases, which provide instant information on any given situation, from maps of enemy zones to immediate mission objectives. It is composed of five sections: Neural Net Log, Nav Map/Mission Log, Inventory, Player Status, and Current Information.

Neural Net Log

Displays current mission information, upcoming mission information, and your personal log, which is updated as your career progresses.

Nav Map/Mission Log

Click the Nav Map/Mission Log icon to open a window that shows your ship's location within a given system (your location is the blinking ship icon in the middle panel). You may zoom in further by clicking the area on the map you wish to know more about, and from there click the appropriate icon to set way points or best paths, or to target objects or procure more information about a selected object.

NOTE: If you are looking at the Political and Patrol Path maps, procure further information about your immediate area by clicking the Neutral Zones, Friendly Zones, and Hostile Zones icons.

The Nav Map also displays the following clickable options:

UNIVERSE MAP Displays all known star systems in the Sirius Sector, providing options to zoom in on specific regions for more information.

TOGGLE LABELS Displays names of nearby Jump Gates, planets, shipyards, space stations, and so on.

PILOT LOCATION Returns you to a map of your immediate system if you are looking at a different system via the Universe Map.

PHYSICAL MAP Displays a basic map of the immediate system.

POLITICAL MAP Allows pilot to scan an area's potential danger zones.

PATROL PATH MAP Displays all known NPC patrol paths, both friendly and hostile, for aggressive purposes or stealth.

MINEABLE ZONES MAP Shows areas in your vicinity that might contain useful debris.

BASE LIST Displays all discovered bases in the universe.

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Each map allows you to set best paths, set way points, erase either, target specific objects, procure information about a target, or view a map of a system by targeting a Jump Gate or Jump Hole. Click the specific region of interest in a given map, and then click the appropriate icon.

NOTE: The Legend option on the Nav Map/Mission Log explains object color codes and onscreen icons.

Trent: Many systems will not appear in your maps until you've flown through them, or purchased information about them from a contact on a base.

Inventory

This menu allows you to review your ship's entire loadout, including the following:

WEAPONS Displays all weapons and their specs.

AMMUNITION Displays all available ammunition and their specs.

EXTERNAL EQUIPMENT Displays all available externals, such as shields and turrets.

INTERNAL EQUIPMENT Displays all available internal equipment, such as shield batteries and nanobots.

COMMODITIES Displays all ship commodities, including salvaged equipment.

Player Status

Your reputation with the LSF is of critical importance. Obviously if you fail a mission or destroy a friendly, your status is affected. Check the Current Level to review your ranking, which is based on progress through your career and threat potential. (In Multiplayer Mode, your level is based upon net worth, including ship, weapons, and credits. Current Worth calculates this, while Next Level Retirement tells you what you need to increase your level.)

These are just a few examples of the types of information available on the Player Status Menu.

Current Information

Displays an array of information about your immediate vicinity, whether in space or on base.

Conclusion

This concludes the Basic Doctrine of the LSF. Once again, congratulations and welcome to the Liberty Security Force.Your tireless dedication keeps all the peoples of Liberty, as well as her allies, prosperous and free. Thank you and good luck, pilot.

Trent: If you ever tire of your loner ways out there, read through this. It'll get you in with some much-needed company.

The Freelancer Guild (Multiplayer)

Multiplayer Mode has no story missions. You and your fellow members of the Freelancer Guild simply explore the universe and take assignments at will from NPCs or the Job Board. Two icons exclusive to Multiplayer Mode will appear in your Neural Net: Chat Control and Attention Required.

Chatting

Chat Control allows you to dialog with other players during gameplay. To open a chat window, press **ENTER**, type your message, and then press **ENTER** again.

There are three chat channels: **System** messages everyone, **Group** messages everyone in your group, and **Private** messages specific individuals.

To select one of these channels, click the Chat Control icon in your Neural Net, and then select either the desired channel or the appropriate player name.

Grouping

Working with others allows you to take on more dangerous and complicated assignments—with higher pay rates as well. (Of course, you must divide the bounty among your colleagues.) Join an existing group by accepting a member's invitation. Start your own group by accepting a mission, and then inviting others along.

To accept (or decline) a group's invitation

- Click the Attention Required icon in your Neural Net, and then click the appropriate button.

To invite a player to your group

1. Target the player you wish to invite.
2. Click the Group icon in the target window.

Abandoning a group while on a mission is akin to failing or aborting that mission, and your reputation is duly affected. If you later rejoin the group and finish the mission, you will receive bounty and your reputation will improve. If you are disconnected from your server while on a mission, it is akin to abandoning the mission.

Important: In Multiplayer Mode, your group has as many lives as it has members. The group remains alive until the total number of lives is expended.

Trading

You may trade anything in your cargo hold (credits, unmounted equipment, and all commodities) with any player in the game. To initiate a trade with another player, target the player with whom you wish to trade, and then click the Trade icon in your target window. If someone is attempting to initiate a trade with you, click the Attention Required icon. If both parties have agreed to trade, a transaction window will appear.

To offer an item for trade

1. Select the item from your inventory in the left panel.
2. Determine the quantity (if applicable) in the middle panel, and then click the check mark button.

To agree to a trade, click the Accept Trade button. When both parties have agreed upon a trade, items will be automatically exchanged. To cancel a trade at any time, close the transaction window.

Note: If a player does not have sufficient cargo space to make the trade, you will be notified.

Connecting to a Server

In order to play Multiplayer Mode, you must have an Internet or local-area network (LAN) connection with access to a server. To access Multiplayer Mode, click **Multiplayer** on the Main Menu. This opens a table that automatically presents a list of servers your system can access via LAN or Internet.

To connect to a *Freelancer* server

1. On the Main Menu, click **Multiplayer**.
2. In the list of servers that appears, select one, and then click **Connect**.
3. If you have been to this server before, skip to the next step. Otherwise, you will need to create a new character. Click **New Character,** enter a character name, and then click **Create**.
4. Select a character from the list (if you are new to this server, you will only have one entry), and then click **Load Character**.

Any server you have connected to in the past will be listed on the Multiplayer Menu with a "Yes" in the Visited column. You may filter out these or any other servers by clicking **Set Filters,** and then selecting the appropriate check box.

Note: Clicking Refresh will clear the server list and retrieve a new one from the main Freelancer *server. All LAN servers appear automatically as they are found.*

Creating a Character

Each time you connect to the server, you will be given the choice to create a new character or play one you created previously. Your character name must be unique on that server (you will be notified if it is not), and it will only appear on the server in which it was created.

Starting Your Own Server

Starting your own *Freelancer* server allows you to protect access to the server with a password and control whether players can damage each other.

To start a server

1. Connect to your LAN or the Internet.
2. In the *Freelancer* install directory on your hard drive, double-click FLSERVER.EXE. You may make your server public by selecting **Make Server Internet Available**. (If you want to protect access, you may enter a password here.) You may also keep players from destroying one another by clearing the **Allow Players to Kill Other Players** check box.
3. Type a name for your server, and then click **OK**.

Note: Each time you make changes to your server, those changes become the default settings.

For More Information

For more details and troubleshooting information, see the readme.rtf file on your *Freelancer* CD-ROM.

Credits

Freelancer Team

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Visual Music -
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SOUND AND POSTPRODUCTION
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Technical Support Options

For all of our support offerings in the U.S., visit http://microsoft.com/support/. In Canada, visit http://microsoft.ca/support/.

To get started, try the following:

- For articles targeted at specific issues, visit the Microsoft Knowledge Base at http://microsoft.com/support/.
- To work with a Microsoft Support Professional over the Internet, submit your issue at http://support.microsoft.com/directory/onlinesr.asp.
- For your product's general support policy, visit http://support.microsoft.com/directory/productsupportoption.asp.

PHONE SUPPORT: For support in the U.S., call (425) 637-9308. In Canada, call (905) 568-3503 (toll charges may apply). These numbers are for technical issues only—do not use them to request game hints, codes, or cheats.

TTY USERS: Microsoft text telephone (TTY/TDD) services are available at (425) 635-4948 in Washington State, (800) 892-5234 in the U.S., and (905) 568-9641 in Canada.

WORLDWIDE: Support outside the U.S. and Canada may vary. For regional contact details, visit http://support.microsoft.com/international.aspx. If there is no Microsoft subsidiary office in your country or region, please contact the establishment from which you obtained your Microsoft product.

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